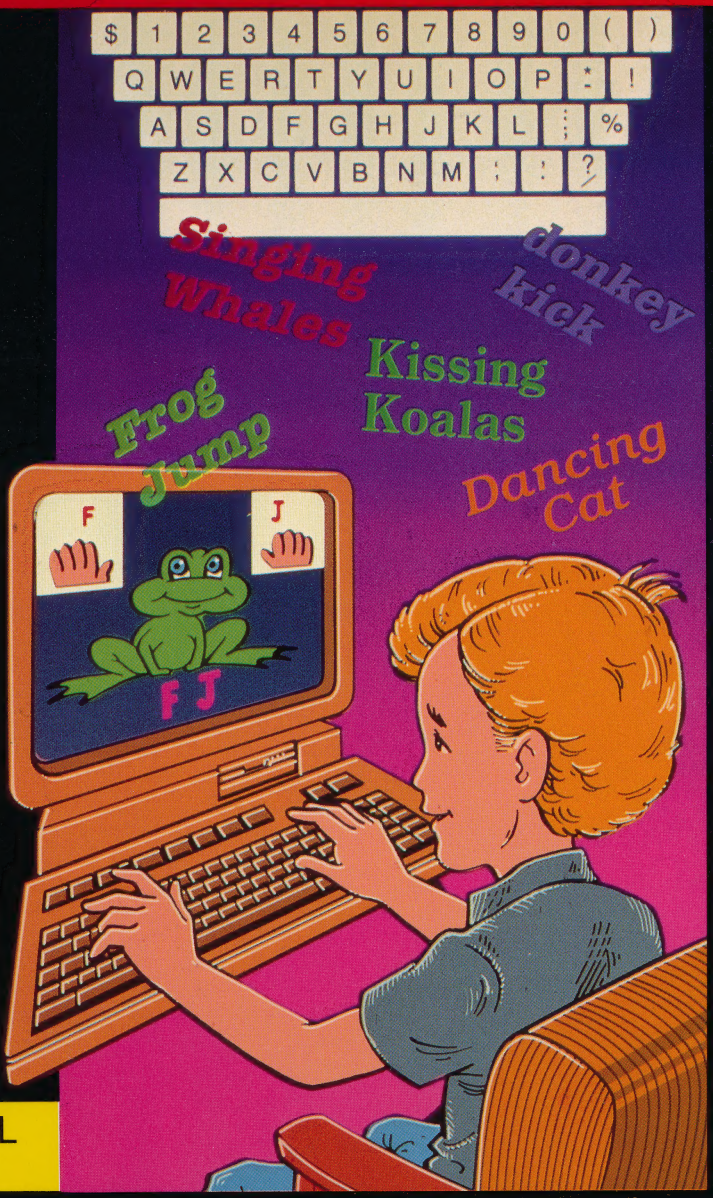
JUNIOR TYPER



EDUCATIONAL SERIES

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JUNIOR TYPER

Now that computers have found their way into elementary classrooms, it has become important that even very young students learn typing skills if they are to effectively use computers. **JUNIOR TYPER** has been developed especially for the elementary student. It teaches touch typing skills with the aid of graphics that show the correct fingering for each letter. Students practice typing drills that use colorful graphic pictures to make developing accuracy and speed fun for the young typist. The menu-driven design enables students to learn basic keyboard awareness, letter combinations and numbers. They also practice typing words, phrases and sentences.

- Introduces students to correct finger placement for letters, numbers and shifted symbols
- Practice typing 2, 3 and 4 letter combinations
- Practice typing randomly selected phrases or sentences
- Timed test included
- Colorful graphic pictures
- For grades 1 through 4
- Requires 64K Memory, Single Disk Drive

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JUNIOR TYPER

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JUNIOR TYPER consists of one flippy diskette with which students learn basic keyboard awareness, letter combinations and numbers. They can also practice typing words, phrases and sentences.

OPERATING INSTRUCTIONS

JUNIOR TYPER is a self-starting diskette and is loaded by inserting the diskette with the correct side facing up and then turning the computer on. The program disk may be restarted by holding down the CTRL key and pressing RESET or by pushing RESET and typing PR#6.

PROGRAM DESCRIPTION

JUNIOR TYPER is divided into two programs. In Junior Typer I (side one) students are introduced to the location and correct fingering for two and four letter combinations. In Junior Typer II (side two) students are introduced to the number row and to shifted characters. Junior Typer II also contains a testing section.

LESSONS

The following section describes the format for each JUNIOR TYPER lesson as it appears on the monitor. The child sees two graphic hands on the screen. The keys featured in each frame appear on the appropriate fingers. The letters on the fingers are in uppercase to match the letters on the computer keyboard, making them easier to locate. Additionally, the featured keys appear in a box on the screen. The letters in the box are in lowercase to indicate that no shifting is required. In those lessons in which shifting is practiced, a signal is given when shifting is needed.)

Students type each letter combination ten times. As they complete the drills, colorful pictures appear on the screen. Typing errors are signaled by a pulsating dot which appears over the boxed letters.

PICTURE/LETTER RELATIONSHIPS

JUNIOR TYPER I (side one): Part A

Lesson 1	F	J	Frog Jump
	D	K	Donkey Kick
	S	L	Ski Lift
	A	;	Apple Avalanche
	F	G	Flying Gorilla
Lesson 2	J	U	Juggling Unicorn
	D	E	Diving Elephant
	J	H	Jumping Hen
	F	R	Fishing Rod
Lesson 3	K	I	King's Igloo
	D	C	Dancing Cat
	J	N	Jumping Numbers
	F	T	Flying Trapeze
	L	.	Leaping Lizard
	F	V	Fiery Volcano
Lesson 4	J	Y	Jester's Yo-Yo
	F	B	Fish Bowl
	L	O	Looney Owl
	S	X	Seal's Xylophone
	;	P	Pedal Pushers
Lesson 5	S	W	Singing Whales
	J	M	Jogging Monster
	A	Q	Ant Queen
	K	,	Kissing Koalas
	A	Z	Acrobatic Zebra
	;	/	Congratulations!

JUNIOR TYPER I (side one): **Part B**

Lesson 1: fjdk sla; fgju dejh
Lesson 2: frki dcjn ftl. fvjy
Lesson 3: fblo sx;p swjm aqk, az;/

NOTE: For the Apple IIe and IIc, the CAPS LOCK key must be depressed for all sections of JUNIOR TYPER II

JUNIOR TYPER II (side two): **Part A** — Numbers
3d 7j 5f 9l 4f 8k 2s 0; 6j 1a ; RETURN

The RETURN key is introduced and practiced in this part because of its importance when using the computer.

JUNIOR TYPER II (side two): **Part B** — Shifted Symbols
a! F$ J& D#

Because of the difference between the positions of special characters on the various Apple machines, only those characters which are uniform on all machines are practiced. Shifting is prompted by a shift sign placed beside the graphic hand that will press the SHIFT key.

JUNIOR TYPER II (side two): **Part C** — Test
Group 1 — Short Phrases and Sentences
Group 2 — More Difficult

The test is divided into two sections. In Group 1, students type in randomly selected phrases or sentences containing three to six words or character combinations. In Group 2, students type five to ten word or character combinations. Students must work against a time limit (graphically represented by a shrinking line in the lower screen). The amount of time allotted is determined by the length of the phrase or sentence to be typed. Students must press the RETURN key after typing each sentence or it will be counted as incorrect. No error correction is allowed.

Each test is divided into two sections. In section one, students type in randomly selected sentences or phrases. Each sentence is counted as 10% of a possible score of 100%. Scores from the test are recorded in a management system on the disk. Students' names, percentage scores and difficulty levels are recorded. Students' records are accessed by choosing the Test option from the menu and then typing TEACHER when the test program asks for a name. The word TEACHER must typed in all capital letters.

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JUNIOR TYPER Sides 1 & 2

• APPLE II FAMILY

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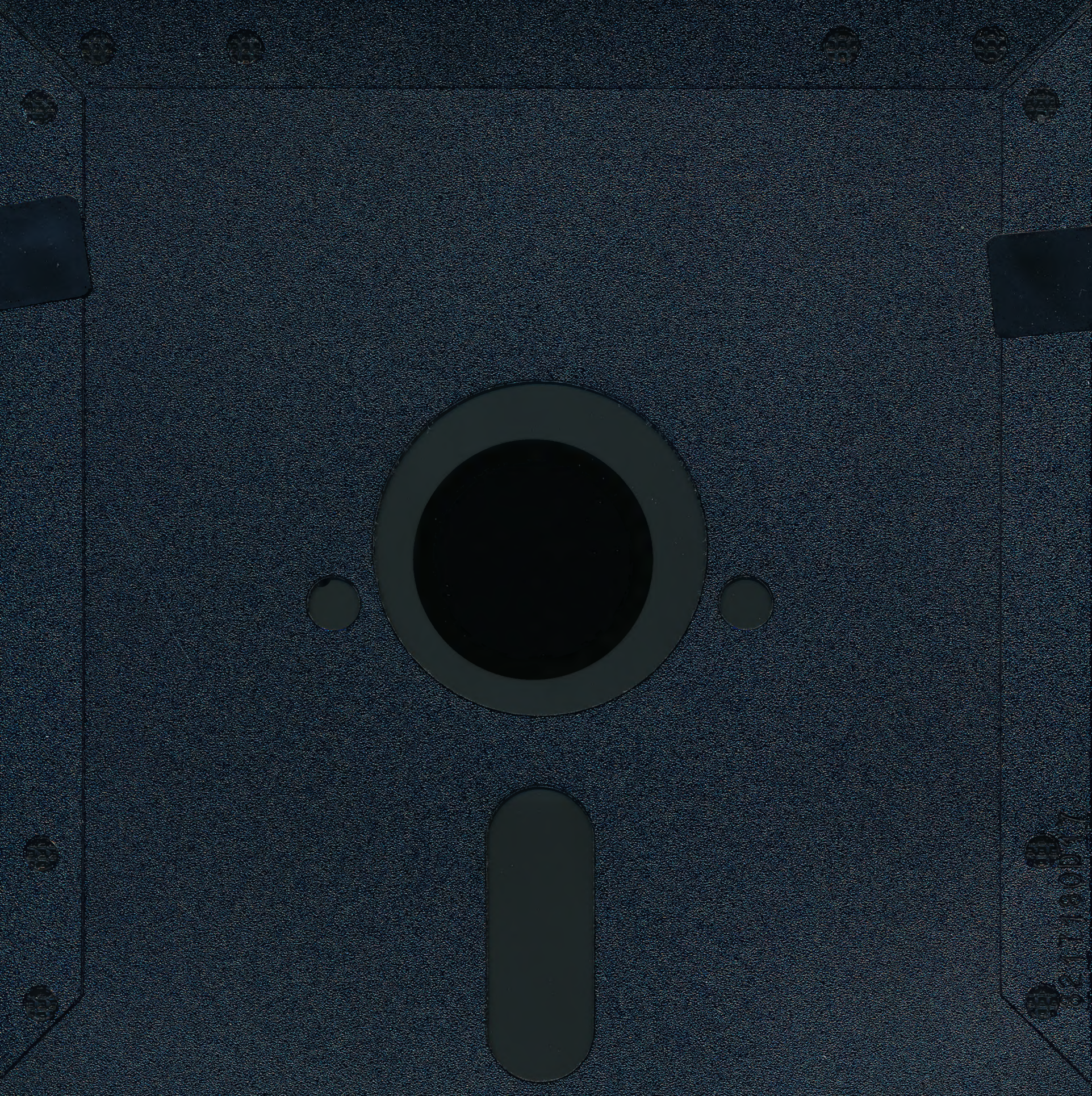
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